nintendo Wi-Fi connection

NINTENDO DS™

NTR-B3RP-UKV

Pokémon™ RANGER GUARDIAN SIGNS

INSTRUCTION BOOKLET

(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

[0610/UKV/NTR]

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

Thank you for selecting the *Pokémon™ Ranger: Guardian Signs* Game Card for Nintendo DS™ systems.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo DS system, Game Card, Game Pak or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.

This Game Card will work only with Nintendo DS systems.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.

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WIRELESS DS MULTI-CARD PLAY
THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NINTENDO Wi-Fi CONNECTION
THIS GAME IS DESIGNED TO USE NINTENDO Wi-Fi CONNECTION.

The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS™ system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Instruction Booklet of your Nintendo DS system.

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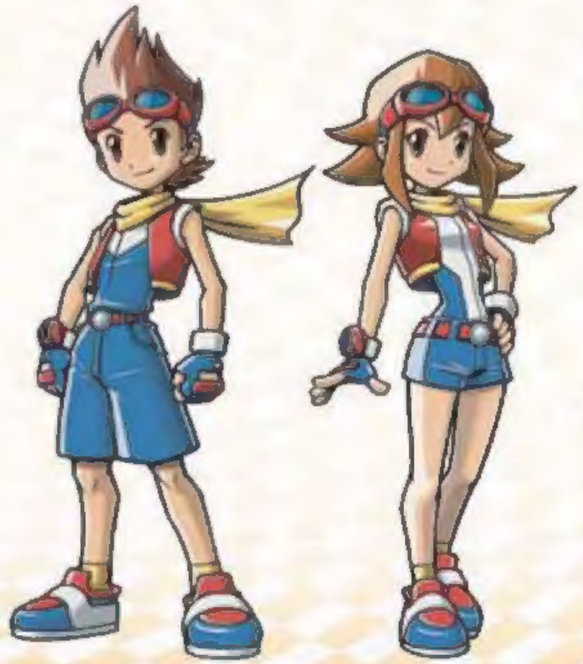
WHAT IS A POKÉMON RANGER?

Pokémon Rangers are people who keep the peace with the help of Pokémon. Every Ranger is equipped with a Capture Styler (Styler) that they use to form close friendships with Pokémon. Rangers work day and night to help keep the world peaceful for both people and Pokémon.

Capture Styler

The hero of *Pokémon™ Ranger: Guardian Signs* receives a Mission to go to the Oblivia region to investigate and protect Pokémon from a nefarious group that kidnaps Pokémon. Solve the case and restore the peace in the Oblivia region!

Note: In *Pokémon Ranger: Guardian Signs*, you may choose to play either as a boy or a girl. The gender you choose does not affect the story.



PLAYING THE GAME

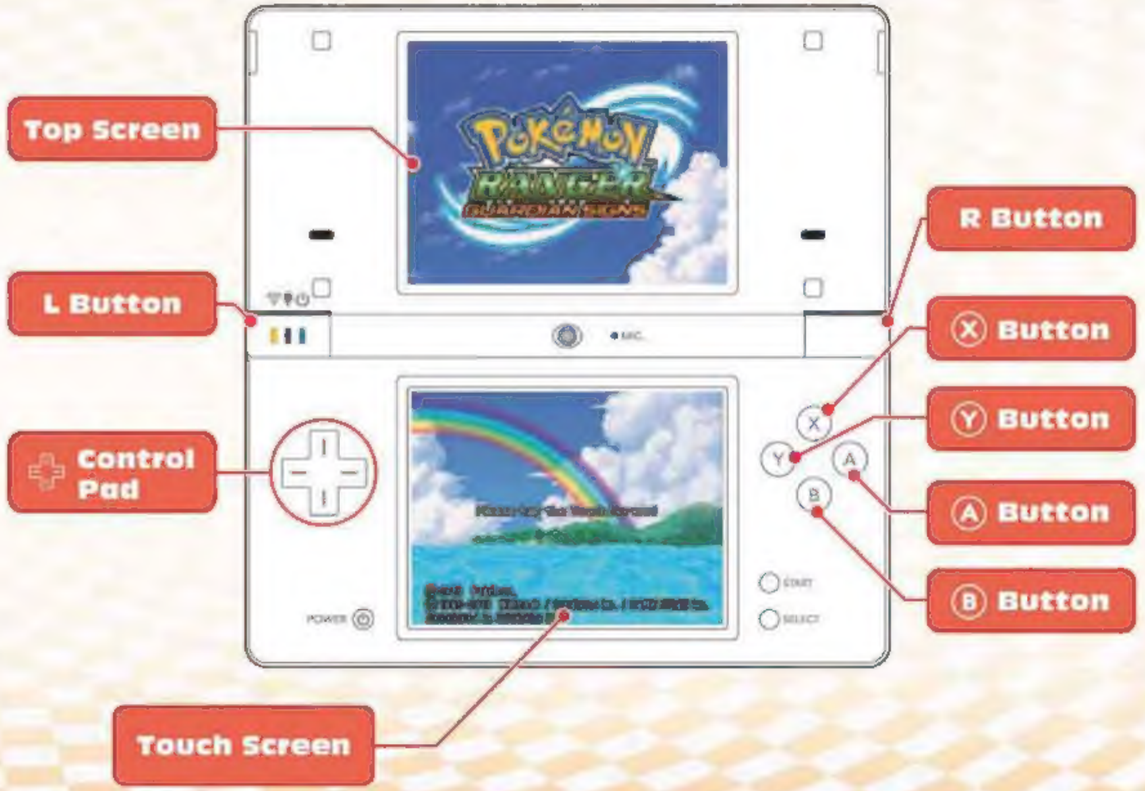
As the hero, your dangerous assignment is to solve a mystery in the Oblivia region. Get to the heart of the matter by clearing the Missions that come up along the way. Many of these Missions, however, cannot be cleared by a Ranger alone. You'll need to enlist the help of Pokémon to complete the Mission.

Every Pokémon Ranger can capture a wild Pokémon by connecting with it on an emotional level (see page 22). A captured wild Pokémon will accompany the Ranger and provide help when called upon. Overcome challenges with the help of these Pokémon to clear Missions.

A Ranger can also take along a Partner Pokémon, which always accompanies him or her. Your Partner Pokémon is sure to help you on your adventures.

BASIC CONTROLS

Basic operations are performed by touching and/or sliding the stylus on the Touch Screen (lower screen).



Note: The screen shown above is that of a Nintendo DSi™ system.

Touch Screen	Touch a location on the Touch Screen with the stylus to make the hero move there. The Touch Screen is also used for talking to people and checking things. When text or dialogue is displayed, touch anywhere on the Touch Screen to advance the text.
Ⓧ Button	Press to display a list of destinations when flying.
Ⓨ Button	Press to show or hide the Pokémon accompanying you.
✣ Control Pad	Press to move the hero.
Ⓐ Button	Press to choose YES, check something, talk to someone in front of the hero, or advance text.
Ⓑ Button	Press to choose NO, go back one screen, or cancel a Field Move (see page 32).
L Button	Press to access the **Sign Mode Screen** (see page 31).
R Button	Press to access the **Styler Menu**.

Note: Closing the Nintendo DS system while playing will automatically put it into **Sleep Mode**. Opening the Nintendo DS System will resume the game. Closing the Nintendo DS system while in Ranger Net or while playing DS Wireless Communications with multiple players will not put the game into **Sleep Mode**, but into **Energy Save Mode**.

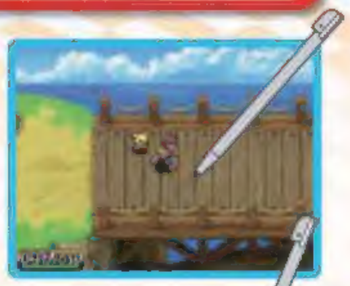
Note: START and SELECT are not used.

Note: Remember to take a break if your hands get tired.

Basic Operations

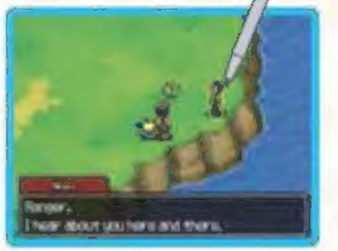
Moving

Touch a location on the Touch Screen with the stylus to make the hero move there. The hero can also be moved by pressing ✣.



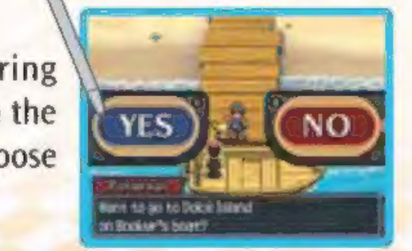
Talking

Select any person with the stylus to talk to them. You can also talk to a person by pressing Ⓐ when the hero is facing that person.



Making a Choice

You may be presented with YES/NO choices during conversations or at other times. Touch YES or NO on the Touch Screen to make your choice. You can also choose YES by pressing Ⓐ, or choose NO by pressing Ⓑ.



Checking

Select any Pokémon or target with the stylus to display information about it on the top screen (see page 32). You can read signboards or examine objects by selecting them or by pressing Ⓐ when the hero is facing them.

Show/Hide Friend Pokémon

Select the hero to show or hide Friend Pokémon. You can also show or hide Friend Pokémon by pressing Ⓨ.

STARTING THE GAME

Getting Started

1. Make sure your Nintendo DS system is turned off. Insert the *Pokémon Ranger: Guardian Signs* Game Card into the Game Card slot on the back of the Nintendo DS system and push until it clicks into place.
2. Turn the power on. The **Health and Safety Screen**, shown to the right, will appear. Once you have read it, touch the Touch Screen.
3. When using a Nintendo DSi/Nintendo DSi™ XL system, simply touch the *Pokémon Ranger: Guardian Signs* icon to start the game.
4. When using a Nintendo DS/DS Lite system, touch the POKÉMON RANGER: GUARDIAN SIGNS panel to start the game. If the Nintendo DS/DS Lite system's **Start-up Mode** is set to AUTO MODE, this step will not be necessary. For details, refer to the Instruction Booklet for your Nintendo DS/DS Lite system.

Note: "Nintendo DS system" is a catch-all term which is used to refer to the original Nintendo DS, the Nintendo DS™ Lite, Nintendo DSi and Nintendo DSi XL systems.

Note: In this Instruction Booklet, a pink frame surrounds the top screen and a blue frame surrounds the Touch Screen (lower screen).

Starting a New Game

First Steps

Note: If you start playing a NEW GAME and you save, any previously recorded game data will be deleted. (You will no longer be able to CONTINUE using the previously saved data.)

The Hero's Gender

First, choose the hero's gender. To choose, use the stylus to select either the boy or the girl.

Note: The hero's gender and name cannot be changed once they have been registered.

Name the Hero

Once the story starts, you will be required to enter the hero's name. (Touching OK without entering a name will give your character the name Ben or Summer, depending on the hero's gender.) Touch the keyboard to enter the name one letter at a time. If you make a mistake, touch the left arrow icon to go back one letter. When you have entered the name, touch OK to register the hero's name.

Continuing a Saved Game

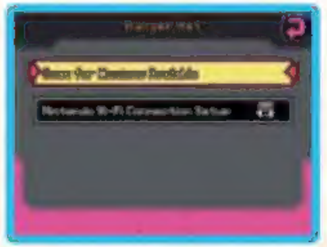
Select CONTINUE to resume game play from the last place you saved the game.

When resuming game play using quicksave data, you will be given a YES/NO choice.

- **Save Machine:** See page 20
- **How to quicksave the game:** See page 21

Please note that save data cannot be initialised.

Ranger Net



Choose RANGER NET to download Missions over Nintendo Wi-Fi Connection, and then play your downloaded Missions. (For more information, see page 41.)

Compatible wireless router and broadband access required for online play. For more info, go to support.nintendo.com

MENU SCREENS

When the hero is in the field, touching the Ranger icon at the bottom right of the Touch Screen or pressing the R Button opens the **Styler Menu**. On this screen, icons for the Styler's various functions are shown. Touch the desired function's icon to access it. To return to regular game play, touch the arrow icon at the top right of the Touch Screen.

Sign Mode:
Page 31

Ranger Icon

Styler Energy

STATUS:
Page 14

MODIFICATION:
Page 18

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Page 16

MAP:
Page 17

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Page 16

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Page 19

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Page 15

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Page 17

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Page 19

Friend Pokémon

Touching the Ranger icon displays your Friend Pokémon on the top screen.

The Hero's Status

When you touch the STATUS icon in the **Styler Menu**, the top screen shows the hero's name, Exp. Points (Experience Points), and other related data. The Touch Screen displays the story so far and the next objectives.

STYLER LEVEL

STYLER ENERGY

STYLER POWER

CHARGE LEVEL

Exp. Points Needed to Level Up

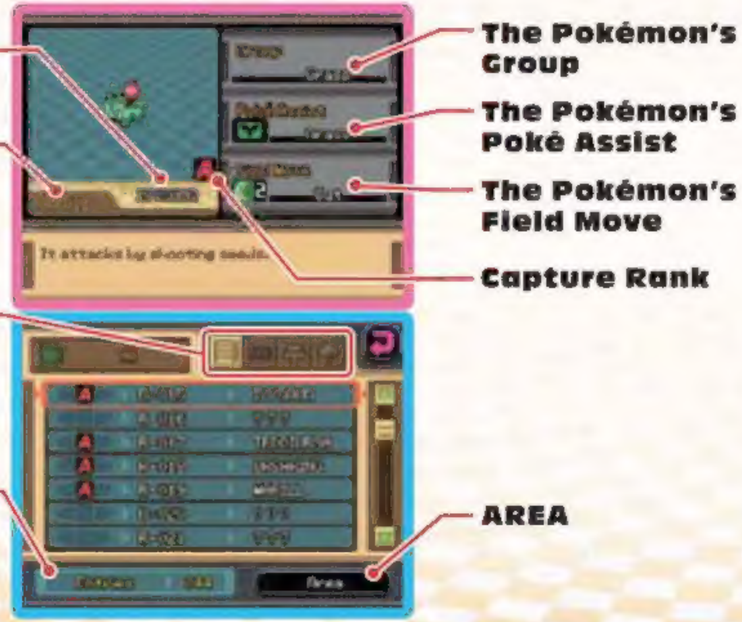
Hero's Name

Happenings up to This Point and Next Objectives

The Browser

The Browser keeps records of captured Pokémon, which are listed according to a special numbering system used only by Rangers.

Information about the Pokémon selected on the Touch Screen is displayed on the top screen. Also, the icons on the Touch Screen let you view Pokémon records by number, by alphabetical order, by Poké Assist, or by Field Move.



Touching the AREA icon switches the screen to a map that shows the selected Pokémon's location.

Release

Friend Pokémon can be released anytime by touching the RELEASE icon. You may also be forced to release Pokémon if you capture more than you are allowed. When releasing Pokémon, all your Friend Pokémon are shown at once. Select those to be released, then touch the RELEASE icon at the bottom of the Touch Screen. The released Pokémon return to wherever they were originally captured.

Releasing Pokémon: See page 29

If a wild Pokémon helps the hero with a Field Move or is damaged during a Poké Assist, it is automatically released.

Quests

The Touch Screen shows the list of Quests you have accepted and Quests you have cleared. Select any Quest to display detailed information about it on the top screen. You can sort Quests by ALL, ACCEPTED, or CLEARED.

Quests: See page 30

Map

A map of the entire Oblivia region is displayed on the Touch Screen. The hero's present location is indicated with an icon. Places on the map that you've visited will be highlighted. Touching certain locations displays a zoom icon. Touch that zoom icon to see a detailed map of that location.

Glossary

The Glossary provides detailed descriptions of special terms and techniques used in *Pokémon Ranger: Guardian Signs*. The entries in the Glossary are listed in three categories: TERMS, FIELD, and CAPTURE. Touch the heading you want to check to access information on it. When an entry is opened, touch the arrows on the Touch Screen to flip pages. The Glossary is automatically updated as you progress through the game.

Modification

As your adventure proceeds, you will be able to upgrade aspects of your Capture Styler. There are several aspects that you can select and upgrade. This function is called Styler Modification.

Ranger Points are needed for Styler Modification. Mission and Quest Clears and receiving an S Rank for the first time when capturing a Pokémon will give you Ranger Points.

Missions and Quests: See page 30

Touch ▲ to increase the upgrade level for an item on the list. Touch ▼ to lower the upgrade level. Touching RESET will return all items to their original state.

When you have decided which aspects to upgrade and to what levels, touch LV. UP.

Once you confirm, there is no way to get your spent Ranger Points back, so please use caution when upgrading.

Current Styler Status

Current Number of Ranger Points

Ranger Points Needed for the Selected Modifications

Sign List

At one point in the adventure, this function is added to the hero's Styler.

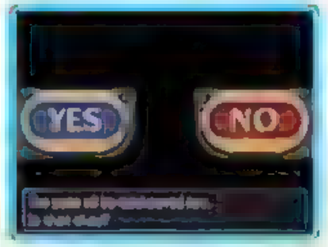
Certain Pokémon that have connected with the hero on an emotional level will help the hero by using their powers. This list allows you to record the Ranger Signs that call these Pokémon.

The saved Signs can be registered again.

Use **Sign Mode** to call Pokémon to help you.

Sign Mode: See page 31

Quicksave



You can quicksave your game and resume play from that point.

Using Quicksave: See page 21

SAVING THE GAME

There are two ways to save your adventure so you can resume play later.

Save Machine

You can save your game by using any Save Machine in a village or in the field. (You will be asked if you want to save, YES/NO.) You can resume play from the saved spot by choosing CONTINUE the next time you play.

Note: The game is automatically saved after certain events as well.

Note: Don't turn off the power while you are saving

If you start playing a new game and then save, any previous game data will be overwritten. (The old Continue data will be lost.)

Quicksave

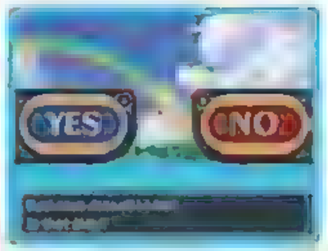
Touch QUICKSAVE on the **Styler Screen** to save the game on the spot. (You will be asked if you want to quicksave, YES/NO.) Once quicksave is finished, the Nintendo DS system can be shut off. When the Nintendo DS system is turned on later, it is possible to resume play using the quicksave data.

Note: The quicksave data does not overwrite the Continue data.

The next time you start *Pokémon Ranger: Guardian Signs*, you will be asked if you would like to resume play at your last quicksave point, as shown on the right.

If you use the quicksave data to resume play, it will be deleted. To avoid losing your progress, use a Save Machine to save your game regularly.

If you reply NO, you will be asked if it is okay to delete the quicksave data, as shown to the right. Then, if you reply YES, the quicksave data will be deleted and you will be returned to the **Title Screen**. At the **Main Menu**, select CONTINUE to resume play from wherever you last saved using a Save Machine.

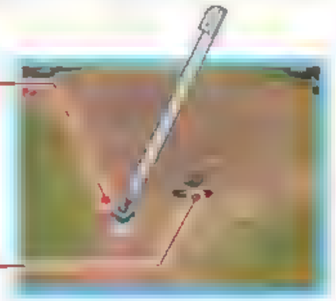


CAPTURING POKÉMON

Let's Capture Pokémon

A "capture" is the process of befriending a Pokémon by establishing an emotional bond. Once captured, the Pokémon will travel with the hero until it provides help and/or is released. A capture is performed using the stylus (the Capture Disc).

The Touch Screen switches to the **Capture Screen** when the hero makes contact with a Pokémon in the field.



When the **Capture Screen** appears, touch the stylus to the Touch Screen.

The Capture Disc will appear where the stylus is touching; it disappears if the stylus is lifted from the screen.

Keeping the stylus touching the screen, slide it to move the Capture Disc. It will leave the Capture Line in its wake. Use the Capture Line to draw loops around the Pokémon you want to capture.

The ends of the Capture Line must cross to form a complete loop around the targeted Pokémon.

As you draw completed loops, the Friendship Gauge under the Pokémon fills. Above is a numerical representation of the friendship conveyed. When the gauge becomes filled, the capture is successful.

Note: For some Pokémon, the Friendship Gauge is displayed at the top of the Touch Screen.

If the stylus is lifted before the capture is completed, the Capture Line disappears. If the Pokémon is left alone, the Friendship Gauge gradually drains. Draw enough loops until the targeted Pokémon is captured.

Pokémon Emotions

Some Pokémon in the field behave differently from others.

When a Pokémon is "frightened", it will try to flee from you in the field. It also tries to flee during a capture.

When a Pokémon is "agitated", it will attack or chase you. Its Friendship Gauge will be red during a capture. This makes it difficult to establish an emotional bond. Use Poké Assists to help it calm down. When it's calmed, the Friendship Gauge will turn yellow and you can resume a normal capture.

Poké Assist: See page 28

Fleeing

You can give up on a capture and flee from the targeted Pokémon at any time. Touch the Flee Button at the bottom left of the Touch Screen.

Note: It may be impossible to flee from certain situations.

Capture Tips

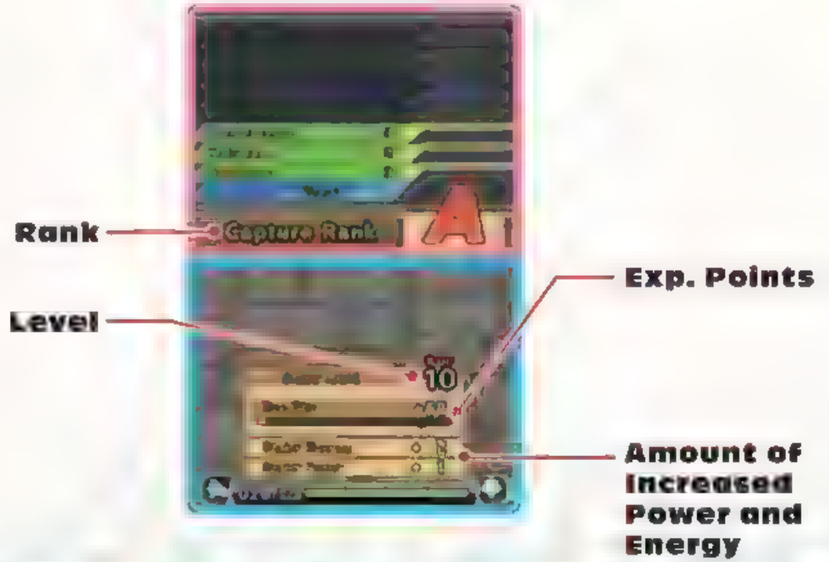
When a Ranger is trying to make a capture, the targeted Pokémon will behave in a variety of ways depending on the species. Some will become startled and run around, while others may act aggressively. If a Pokémon touches the Capture Line, the Line is broken. If that happens, you must start drawing loops with a new Capture Line.

If a Pokémon's attack hits the Capture Line, not only is the Line broken, but the Styler loses some of its energy. If the Styler Energy drops to zero, the Styler breaks, and it's game over. In that event, the hero may only resume play from the latest Save Machine data or from the **Main Menu**. If the Styler Energy is running low, it can be recharged at any Recharge Machine or by using certain Field Moves or Poké Assists of Friend Pokémon. It will also be recharged automatically as your Styler levels up (see page 26).

During captures there is no need to use any force. The trick is to draw loops lightly and quickly. If your hands become too tired, flee the capture, quicksave the game and take a break.

Levelling Up the Styler

When a capture is successful, the hero earns Exp. Points. Upon accumulating certain amounts of Exp. Points, the hero's Styler levels up. Every time it levels up, it gains power and its maximum energy capacity is recharged and expanded. Each capture is ranked, and you'll receive Ranger Points the first time you capture a Pokémon at the S Rank.



CAPTURING WITH A POKÉMON'S HELP

A Ranger can use the abilities of Friend Pokémon to help capture other Pokémon. This is called a Poké Assist. There are many kinds of Poké Assists depending on the Pokémon's group and its ability. Mudkip's Poké Assist, for example, can slow down the target Pokémon during a capture.

About Ukulele Pichu

Ukulele Pichu is the hero's Partner Pokémon, and it has a special ability called "Pichu's Ukulele".

When it appears on the Touch Screen during a capture, select it and it'll go into the **Capture Screen** to play its ukulele.

Ukulele Pichu
Select Pichu and you can use Pichu's Ukulele.

Poké Assist

Any Pokémon accompanying the Ranger can help with captures. There are many kinds of Poké Assists that vary with the Pokémon's group. To use a Poké Assist, touch the Poké Assist Button during a capture.

Then, touch to select the Pokémon you want to use and slide it to where you want it to use its Poké Assist. If you want to cancel a Poké Assist before it's used, slide the Pokémon back to the Poké Assist Button.

Poké Assist Button

The strength of a Poké Assist will vary depending on the targeted Pokémon's group. If a ▲ is shown above the Pokémon, its Poké Assist has an advantage in the matchup. If a ▼ is shown above the Pokémon, its Poké Assist has a disadvantage.

Once a Pokémon has used its Poké Assist, it can't use it again until the gauge around it is filled. If you decide not to use a Poké Assist, tap the **Capture Screen** to cancel. If your Pokémon is hit by a targeted Pokémon's attack during a Poké Assist, it will be released.

Releasing Pokémon

As a Pokémon Ranger, you cannot travel with more than seven Friend Pokémon. If a capture puts you over this limit, Pokémon must be released. You can also release Pokémon by touching the RELEASE icon in the **Styler Menu**.

When releasing Pokémon, all Friend Pokémon are shown at once. Select the Pokémon to be released (more than one may be selected) and again to cancel. Touch RELEASE at the bottom of the Touch Screen to release the Pokémon. Pokémon with the Field Move Recharge can restore the Styler Energy before they're released.

Released Pokémon automatically return to wherever they were originally captured. Shortly after release, you may go back to the original capture spot to see a released Pokémon in the wild again.

MISSIONS AND QUESTS

Missions

Assignments you've accepted are called "Missions". When you clear a Mission, you'll obtain Ranger Points.

Quests

Rangers also help citizens solve their problems. This is referred to as a "Quest". People who want the help of a Ranger for a Quest are easily identified: "..." is displayed over their heads. When you clear a Quest, you'll obtain Ranger Points.

The Ranger Points you obtain through clearing Missions and Quests can be used to modify your Styler (see page 18).

SIGN MODE

Some Pokémon can be called with Ranger Signs.

Each of these Pokémon has its own Sign, and they help you with their special powers throughout your adventure.

These Signs are drawn on the Touch Screen. Note that there is a time limit, and when your stylus touches the Touch Screen, the countdown begins. When you lift the stylus, the remaining time will be replenished. Touch the Sign List icon, and you can check all the Signs that already have been registered.

Raikou, for example, has the power to jump long distances, which allows it to leap over large gaps in your path.

FIELD MOVES

What Are Field Moves?

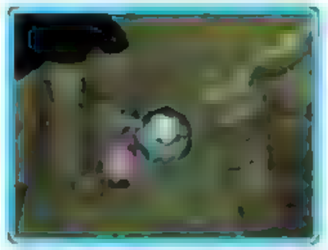
While performing your duties as a Pokémon Ranger, you may come across obstacles such as fallen trees and giant boulders that block your path. Such obstacles are referred to as "targets". Select a target with the stylus and its data will be displayed on the top screen.

These targets can be eliminated using the moves of Friend Pokémon. The moves Pokémon use to remove obstacles are called "Field Moves".

❶ "Round Rock" requires the Field Move "Tackle 2". Select a Friend Pokémon that has the Field Move "Tackle" with a strength of 2 or above, and slide your stylus to the target.

❷ Select either YES or NO when asked if you'd like to clear the target.

❸ The Pokémon will use its Field Move if you select YES.



Removing a target with a Field Move is called a "Target Clear". Some targets require multiple Pokémon working together to be cleared.

Pokémon are released once they are finished clearing a target.

COMMUNICATION MODES

DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need

- Nintendo DS system ..... One for each player
- *Pokémon Ranger: Guardian Signs* Game Card ..... One for each player

Connection Procedures

❶ Make sure that the power is turned off on all systems, and insert the Game Card into each system.

❷ Turn the power on. The **Menu Screen** of the Nintendo DS system will be displayed.

Note: In case you are using a Nintendo DS/DS Lite system which is set to AUTO MODE, skip the next step and go on with step 4.

❸ Touch the POKÉMON RANGER: GUARDIAN SIGNS panel or icon.

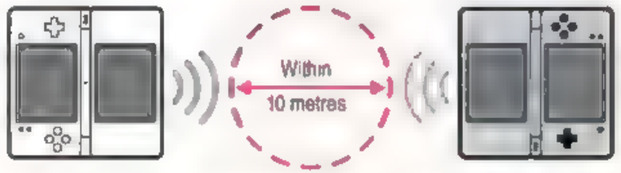
❹ Now, follow the instructions on page 37.

Guidelines for Communications

For best results when using DS Wireless Communications, follow these guidelines.

The icon is an indicator of DS Wireless Communications. It appears on the **Menu Screen** of the Nintendo DS system or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate DS Wireless Communications. DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). When using a Nintendo DSi/Nintendo DSi XL system in a hospital or on board an aeroplane, please ensure that DS Wireless Communications in the System Settings has been disabled. For further information regarding the usage of the Wireless Communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The icon, which is displayed during DS Wireless Communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother DS Wireless Communications play. When DS Wireless Communications are in progress, the power indicator LED of your Nintendo DS/DS Lite system or the wireless indicator LED of your Nintendo DSi/Nintendo DSi XL system will blink rapidly.

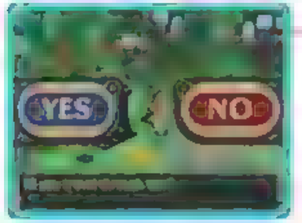
For best results, follow these guidelines:

- Begin with the distance between systems at about 10 metres (approx. 33 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Ensure that the maximum distance between systems is at about 20 metres (approx. 66 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.
- In order to use DS Wireless Communications with Nintendo DSi/Nintendo DSi XL systems, DS Wireless Communications must be enabled in the System Settings.

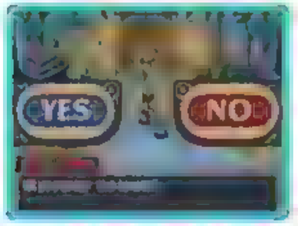
How to Play Wireless Multiplayer Missions

You will be able to play Wireless Multiplayer Missions after you've cleared the "Investigate the Old Mansion!" Mission.

Up to four players can play Wireless Multiplayer Missions by using DS Wireless Communications. Your Styler level in the Wireless Multiplayer Missions is different from its level in the main story.



As your adventure progresses, you'll be able to travel through time by touching the Stone of Time in Cocona Plaza. Select YES to travel through time to Cocona Plaza in the past.



You can prepare for Wireless Multiplayer Missions and learn how to play those Missions once you are at Cocona Plaza in the past. When you are ready, enter the temple, then select YES when asked if you want to save your progress.

Select BECOME LEADER or select BECOME A MEMBER. If you want to play alone, select BECOME LEADER.

If you're the Leader:

Select a Mission you want to play, then select START THIS MISSION.

If you are a Member:

Select the Leader of the team you want to join and then select JOIN THIS TEAM.

Once everyone in the team is in the Blue Warp Zone, you'll be asked if you want to start the Mission. The Mission will start when the Leader selects YES.

When you clear a Wireless Multiplayer Mission and select GO BACK TO THE PLAZA, the Mission will end and your progress will be saved automatically. Touch the Stone of Time in Cocona Plaza in the past when you want to go back to the main story.

Note: Communication Error

Under certain conditions, you may see an error message as shown to the right. When that happens, the Mission will fail, your progress will be saved, and you'll be sent back to Cocona Plaza.

Temple Partner

There are many Pokémon called Temple Partners that are available in Wireless Multiplayer Missions. Collecting Heart Slates during Missions gives you more Temple Partners. When two or more players clear a Mission together, they can exchange their Heart Slates during Gift Time.

Note: If you fail a Mission, all the Heart Slates you've collected during that Mission will be lost.

Treasure Chests

During a Mission, you may find Treasure Chests. Your Temple Partner can do a Target Clear on it, and you'll obtain an item. There are several kinds of items, including one that recharges Styler Energy.

Failed Wireless Multiplayer Missions

If any of the following things happen, the result is a failed Mission for all players:

- Time runs out before the Mission is cleared.
- Styler Energy falls to zero for one of the players.
- The Wireless Communication is lost.

Provide Capture Support

Players who are in the middle of a capture will have "!!" displayed above their heads. You can support their capture by running into the Pokémon they are trying to capture. Players can then perform more powerful captures together, such as "Unison Capture" and "Team Capture".

Unison Capture

Two players are required to perform this capture. Start your Capture Line at the beginning of the other player's Line. The colours of the Capture Lines will change. Make a loop around the targeted Pokémon in opposite directions to each other to perform a Unison Capture.

Team Capture

At least three players are required to perform this capture. Keep your Capture Disc in the same place until its colour changes. Then connect your Capture Line to the beginning of someone else's Line. Team Captures are successful if you make a triangle with three players or a rectangle with four players.

During a Unison Capture or Team Capture, your Capture Lines will not be broken if a Pokémon touches or attacks and hits them. Your Line will be broken, however, if a Pokémon touches your Capture Disc. The Styler loses some of its energy and the Capture Line will be broken if a Pokémon's attack hits the Capture Disc.

Download Missions over Nintendo Wi-Fi Connection

Using Nintendo Wi-Fi Connection, you may download several rare Missions for *Pokémon Ranger: Guardian Signs*.

Note: Once downloaded, the Missions may be unplayable until certain game conditions are met.

Setting Up Nintendo Wi-Fi Connection

You will first need to establish a wireless internet connection to use Nintendo Wi-Fi Connection. From the **Main Menu**, select RANGER NET, then NINTENDO Wi-Fi CONNECTION SETUP to configure the Nintendo DS system.

About Nintendo Wi-Fi Connection Settings

For questions on connecting to Nintendo WFC and information on who to contact for additional assistance when setting up your connection, please refer to the Nintendo Wi-Fi Connection Instruction Booklet.

Note: If you are having trouble connecting to Nintendo WFC, read the troubleshooting section of the Nintendo Wi-Fi Connection Instruction Booklet.

Nintendo Wi-Fi Connection

Nintendo Wi-Fi Connection (Nintendo WFC) allows multiple *Pokémon Ranger: Guardian Signs* owners to access extra features and downloadable content via the internet.

- To play Nintendo DS games over the internet, you must first configure Nintendo WFC on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection Instruction Booklet included with this game for directions on setting up your Nintendo DS system.
- To complete Nintendo WFC setup, you need wireless internet access (such as a wireless router) and an active broadband internet account.
- If you only have wired internet access for your PC, you need a Nintendo Wi-Fi USB Connector (sold separately). See the separate Nintendo Wi-Fi Connection Instruction Booklet for more information.
- Nintendo WFC game play uses more battery power than other forms of game play. You may prefer to use the Power Supply to prevent running out of power when using Nintendo WFC.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo WFC game play is available in the separate Nintendo Wi-Fi Connection Instruction Booklet or on the Nintendo website at support.nintendo.com

For additional information on Nintendo WFC, setting up your Nintendo DS system or a list of available internet hotspots, visit support.nintendo.com

Searching for Missions over Nintendo WFC

Follow these procedures for downloading Missions over Nintendo Wi-Fi Connection. Please be aware that the Missions download service over Nintendo Wi-Fi Connection may be terminated at any time without notice.

Select RANGER NET on the **Main Menu**.

Select SCAN FOR MISSIONS AVAILABLE.

Select SEARCH BY NINTENDO WFC.

The downloadable Missions are displayed. Select the Mission to be downloaded.

When downloading is completed, the downloaded Missions can be played by selecting PLAY A DOWNLOADED MISSION in the **Ranger Net Menu**.

Note: Once downloaded, the Missions may be unplayable until certain game conditions are met.

Note: To play the downloaded Missions, you may need to start a Wireless Multiplayer Mission (see page 37) instead of selecting the **Ranger Net Menu**.

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